Come-Frutas	"It starts with an "active" screen, but there is no collision detection between the moving objects. Choosing a program (the > button on real hardware, F2 on the emulator) does not change the screen. The screen changes after you've started the game. This is authentic. The difference of the Palson & THQ versions is, that you can choose between 12 (Palson) and 8 (THQ) mazes. We've managed to open the Palson variant of the game, but the EPROM is soldered on the PCB. Unfortunately my soldering skills are very low. Plans are to do an "unsoldering session" with a friend any time soon." - Jens Brinkmann.